

Troubled Legacies / Fractured Futures

Troubling Legacies/Fractured Futures

Research seminar and workshop

London March 14th 2019

12:00 to 4 pm.

Room G 12, UCL, 22 Gordon St building (The Bartlett)

Map (https://www.google.com/search?q=the%20bartlett&rlz=1C1GCEA_enGB831GB831&oq=the+Bartlett&aqs=chrome.0.0l2j69i60j0l3.2750j0j7&sourceid=chrome&ie=UTF-8&npic=0&rflfq=1&rlha=0&rllag=51523883,-132950,303&tbm=icl&rldimm=16977447935438473547&ved=2ahUKEwiF1vbzlfgrAhUK2OAKHahgDMQQvS0.1273051!2m2!1d51.52166099999995!2d-0.1364533;tbs:lrf:!2m1!1e2!3sIAE,lf:1,lf_ui:2). (near Euston tube)

RSVP to Diane Carr (d.carr@ucl.ac.uk)

‘Troubling Legacies/Fractured Futures’ is a half day research seminar and workshop on non-normative bodies in games, histories and institutions.

The normate has been defined as: “the constructed identity of those who, by way of the bodily configurations and cultural capital they assume, can step into a position of authority and wield the power it grants them” (Rosemary Garland Thomson, *Extraordinary Bodies*, p. 8, 1997, Columbia UP). For an introduction to research on games and normate bodies, try this presentation (<https://playhouse.files.wordpress.com/2007/03/carrskc3b6vdepptforblog.pdf>) or the material listed here (<https://playhouse.wordpress.com/publications/>).

Schedule:

12:10 – 12:30 arrivals, signing in and sandwiches

12:30 – 1:00

How to Get Stuffed

From Galton to Gamification via *Dead Space*. Normate reassurance and popular culture. An introduction to today’s seminar and workshop.

Speaker: Diane Carr (UCL)

Chair: Phaedra Shanbaum (UCL)

1:00 – 1:30

How to get vaporised

Artist and D4D partner Esther Fox will discuss her approach to arts-based community research, including the use of VR, games and science fiction to explore critical disability perspectives on genetic screening.

Speaker: Esther Fox

Chair: Jennifer Rode (UCL)

1:30 – 2:15

Special Guest!

Subhadra Das – Curator of the Galton Collection at UCL will be showing us items from the Collection and sharing their stories.

2:15 break.

2:30 – 4:00 pm

Workshop/discussion: Galton’s devices and game design: Non-normate pay-back, or just a really bad idea?

The working groups will be led by Bruno de Paula (UCL) and Paulo Ruffino (U of Lincoln). For more on Bruno and Paulo’s work follow the links below.

More information

Free to attend. Numbers will be limited (12-15). Contributions towards travel may be possible. Contact Diane in advance if you’ve got accessibility issues you’d like taken into account. This event is part of the AHRC funded D4D project (2016-20) and it is co-convened by Diane Carr and Esther Fox.

For more about D4D – go here (<https://playhouse.wordpress.com/project-d4d-2016-2020/>).

For more on The Galton Collection

Link (<http://www.lifestudy.ac.uk/museums/galton/about/collections>)

Subhadra Das on teaching with the collection, Galton’s legacy, and “a continuing feeling of being ruled out of the game” –

Link (<https://blogs.ucl.ac.uk/museums/2015/10/22/francis-galton-and-the-history-of-eugenics-at-ucl/>)

For more on Subhadra Das’ work

Link (<https://www.ucl.ac.uk/culture/staff/das-subhadra-1>)

And there’s a podcast, here (<https://www.ucl.ac.uk/culture/projects/bricks-mortals>).

Read more about Esther Fox’s work on disability, eugenics and screening:

Link (<http://www.disabilityartsonline.org.uk/esther-fox?item=2692>).

Esther is also head of Accentuate (<http://www.accentuateuk.org/homepage>).

For more on Bruno de Paula’s work on identity and games making, go to this DiGRA 2018 paper (http://www.digra.org/wp-content/uploads/digital-library/DIGRA_2018_paper_19.pdf).

Paolo Ruffino's recent publications include *Future Gaming – Creative Interventions in Video Game Culture* (Goldsmiths, 2018) and there's more information at <http://paoloruffino.com> (<http://paoloruffino.com>)

For more on Diane's work:

[Digra 2016 paper](http://www.digra.org/wp-content/uploads/digital-library/paper_365.pdf) (http://www.digra.org/wp-content/uploads/digital-library/paper_365.pdf) (normate vulnerability and ability in games).

This conference paper (2014) [Link](https://playhouse.files.wordpress.com/2007/03/carrskc3b6vdepptforblog.pdf) (<https://playhouse.files.wordpress.com/2007/03/carrskc3b6vdepptforblog.pdf>).

This presentation from 2018 [Link](https://playhouse.files.wordpress.com/2019/02/carrdraftaghte28099salive.pdf) (<https://playhouse.files.wordpress.com/2019/02/carrdraftaghte28099salive.pdf>).

Or try the [Publications page](https://playhouse.wordpress.com/publications/) (<https://playhouse.wordpress.com/publications/>).

Inquiry into history of Eugenics at UCL, [link](https://www.ucl.ac.uk/news/2018/dec/inquiry-launches-history-eugenics-ucl) (<https://www.ucl.ac.uk/news/2018/dec/inquiry-launches-history-eugenics-ucl>).

For more on Subhadra's work, visit here: [Link](http://blogs.nature.com/aviewfromthebridge/2017/12/15/bricks-mortals/) (<http://blogs.nature.com/aviewfromthebridge/2017/12/15/bricks-mortals/>).

Or watch Subhadra's talk about Francis Galton and UCL

<https://www.youtube.com/watch?v=WJ4K6oxAUfc> (<https://www.youtube.com/watch?v=WJ4K6oxAUfc>).

Screenshot from *Deus Ex: Mankind Divided*.



Image: Crate full of garbage, including a prosthetic arm. Screenshot from a science fiction themed computer game, *Deus Ex: Mankind Divided* (2016, Eidos Montreal/Square Enix)

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